

Amendments to the Claims:

This listing of claims reflects all claim amendments and replaces all prior versions, and listings, of claims in the application. Material to be inserted is in **bold and underline**, and material to be deleted is in ~~strikeout~~ and/or in ~~[[double brackets]]~~ if the deletion would be difficult to see.

LISTING OF CLAIMS:

1. (Currently amended) A method for controlling a non-player character in a computer game, the method comprising:

providing a squad of user-commandable characters, the squad including a player character and at least one non-player character, the non-player character being commandable via the player character;

displaying an emotional state indicator that indicates a current emotional state of the non-player character;

displaying one or more user selectable command icons for issuing a command to a non-player character by a user commanded player character;

detecting a predefined game event;

adjusting a current **emotional** trust-state of the non-player character based on the game event; and

selecting a non-player character reaction based on the current **emotional** trust-state of the non-player character, ~~wherein the non-player character reaction includes being unable to perform a command from the player~~

~~character when the trust state of the non-player character is below a predetermined level;~~

wherein if the current emotional state of a non-player character reaches a predetermined state, the non-player character becomes unable to respond to one or more commands of the player character, and one or more corresponding command icons is displayed as unselectable.

2. (Original) The method of claim 1, wherein movement of the player character is controlled by direct user input from a user input device, and movement of the non-player character is controlled by the computer game program.

3. (Currently amended) The method of claim 1, wherein the emotional state further includes a fear state.

4. (Original) The method of claim 3, the method further comprising, adjusting the fear state of the non-player character based on the non-player character's proximity to a fear emitter.

5. (Original) The method of claim 4, wherein detecting the predefined game event includes detecting that the non-player character has come within a predefined distance of a fear emitter, and wherein adjusting the

fear state includes increasing the fear state if the player is within the predefined distance.

6. (Previously presented) The method of claim 4, wherein detecting the predefined game event includes detecting that the non-player character has moved beyond a predefined distance from the fear emitter, and wherein adjusting the fear state includes decreasing the fear state if the player is beyond the predefined distance.

7. (Original) The method of claim 3, further comprising, adjusting the fear state of the non-player character based on the non-player character's proximity to other squad members.

8. (Original) The method of claim 7, wherein the game event is the non-player character being left alone by the player-character for greater than a predetermined period of time, and wherein adjusting the emotional state includes increasing the fear state of the non-player character.

9. (Original) The method of claim 7, wherein the game event is the non-player character being in the presence of other non-player character squad members, and where adjusting the emotional state includes reducing the fear state of the non-player character.

10. (Original) The method of claim 3, further comprising, adjusting the fear state of the non-player character based on the non-player character's possession of weapons or ammunition.

11. (Original) The method of claim 10, wherein the game event is the player character giving a weapon or ammunition to the non-player character, and wherein adjusting the emotional state includes decreasing the fear state of the non-player character.

12. (Original) The method of claim 10, wherein the game event is the player character taking a weapon or ammunition from the non-player character, and wherein adjusting the emotional state includes increasing the fear state of the non-player character.

13. (Original) The method of claim 3, further comprising, adjusting the fear state of the non-player character based on medicine received by the non-player character.

14. (Original) The method of claim 4, further comprising, displaying the fear state of the non-player character via a fear indicator on a GUI of the computer game.

15. (Original) The method of claim 4, further comprising, inhibiting the non-player character from responding to a command from the player character, when the fear state is above a predetermined level.

16. (Cancelled)

17. (Cancelled)

18. (Previously presented) The method of claim 3, further comprising causing the non-player character to become immune to fear-influencing events upon reaching a predetermined trust state.

19. (Original) The method of claim 3, wherein the non-player character reaction includes attacking an enemy when the fear state is at or below a threshold fear state.

20. (Cancelled)

21. (Currently amended) The method of claim 1, wherein the emotional state includes a trust state, and ~~wherein~~-detecting the predefined game event includes detecting the occurrence of a trust-influencing event.

22. (Original) The method of claim 21, wherein the trust-influencing event is a trust-down event, configured to lower a current trust state of the non-player character.

23. (Original) The method of claim 22, wherein the trust-down event includes a player character taking away weapon from a non-player character.

24. (Original) The method of claim 22, wherein the trust-down event includes a player character taking away ammunition from a non-player character.

25. (Original) The method of claim 22, wherein trust-down event includes a player character attacking a non-player character.

26. (Original) The method of claim 22, wherein trust-down event includes player character leaving a non-player character alone.

27. (Original) The method of claim 21, wherein the trust-influencing event includes a trust-up event.

28. (Original) The method of claim 27, wherein the trust-up event includes a player character giving a non-player character a weapon.

29. (Original) The method of claim 28, wherein the trust state of the non-player character is raised if the weapon is better than a weapon formerly possessed by the non-player character, and is lowered if the weapon is worse than formerly possessed by the non-player character.

30. (Previously presented) The method of claim 27, wherein the trust-up event includes a player character healing the non-player character.

31. (Previously presented) The method of claim 27, wherein the trust-up event includes a player character subjecting itself to a medical examination, in a vicinity of a non-player character.

32. (Previously presented) The method of claim 27, wherein the trust-up event includes a player character attacking a monster in a vicinity of non-player character.

33. (Cancelled)

34. (Previously presented) The method of claim 3, wherein the non-player character reaction includes becoming unaffected by trust-influencing events upon reaching a threshold fear state.

35. (Previously presented) The method of claim 1, wherein the non-player character reaction includes attacking an enemy when the trust state is at a threshold trust state.

36. (Currently amended) A computer game system for emotion-based character interaction, the system comprising, a computer game program having:

a module configured to control movement for a squad of user-commandable characters, the squad including a player character and at least one non-player character, the non-player character being commandable via the player character; and

a non-player character module including:

a game event detector configured to detect a predefined game event;

an emotional state adjustor configured to adjust a current emotional state of the non-player character based on the game event, the current emotional state including a trust state and a fear state; and

a non-player character reaction selector configured to select a non-player character reaction ~~based on a determination of whether the fear state of the non-player character is detected to be above a predetermined level, whether the fear state is detected to be below a predetermined level and the trust state is detected to be above a predetermined level, and/or whether the trust state of the non-player~~

~~character is detected to be below a predetermined level~~ based on the current emotional state of the non-player character[.]); and

a real-time game play interface screen configured to display an emotional state indicator that indicates a current emotional state of the non-player character, and one or more user selectable command icons for issuing a command to a non-player character by a user commanded player character;

wherein if the current emotional state of a non-player character reaches a predetermined state, the non-player character becomes unable to respond to one or more commands of the player character, and one or more corresponding command icons are displayed as unselectable on the non-player character interface screen.

37. (Currently amended) Computer readable media having instructions stored thereon, which when executed by a computing device, cause the computing device to perform a method comprising the steps of:

providing a squad of user-commandable characters, the squad including a player character and at least one non-player character, the non-player character being commandable via the player character;

displaying an emotional state indicator that indicates a current emotional state of the non-player character, and one or more user

selectable command icons for issuing a command to a non-player character by a user commanded player character;

detecting a predefined game event;

adjusting a current emotional trust-state of the non-player character based on the game event; and

selecting a non-player character reaction based on the current trust emotional state of the non-player character, ~~wherein the non-player character reaction includes being unable to perform a command from the player character when the trust state of the non-player character is below a predetermined level;~~

wherein if the current emotional state of a non-player character reaches a predetermined state, the non-player character becomes unable to respond to one or more commands of the player character, and one or more corresponding command icons are displayed as unselectable.

38. (Previously presented) The computer game system of claim 36, wherein when the fear state of a non-player character is detected to be above a predetermined level, the non-player character reaction is selected from the group consisting of inhibiting the non-player character from responding to a command from the player character, performing a self-destructive act and performing an act of incapacitation;

wherein, when the fear state is below a threshold and the trust state is above a threshold, the non-player character reaction is selected from the group

consisting of initiating an attack and cooperating in an attack upon an enemy;
and

wherein, when the trust state of the non-player character is below a predetermined level, the non-player character reaction is selected from the group consisting of being unable to attack enemy and being unable to perform a command from the player character.

39. (New) A method for controlling a non-player character in a computer game, the method comprising:

providing a squad of user-commandable characters, the squad including a player character and at least one non-player character, the non-player character being commandable via the player character;

displaying a graphical icon that functions as an emotional state indicator that indicates a current emotional state of the non-player character;

detecting a predefined game event;

adjusting a current emotional state of the non-player character based on the game event; and

selecting a non-player character reaction based on the current emotional state of the non-player character.

40. (New) The method of claim 39, further comprising

displaying an emotional state changing icon that includes an arrow indicating a rise or fall in an emotional state.

41. (New) A method for controlling a non-player character in a computer game, the method comprising:

providing a squad of user-commandable characters, the squad including a player character and at least one non-player character, the non-player character being commandable via the player character;

displaying a real-time game play interface screen configured to display real-time movement of the player character and non-player characters;

displaying a non-player character interface screen accessible from the real-time game play interface screen, the non-player character interface screen including a non-player character status pane having an emotional state indicator that indicates a current emotional state of the non-player character, and wherein the non-player character interface screen further includes one or more user selectable command icons for issuing a command to a non-player character;

detecting a predefined game event;

adjusting a current emotional state of the non-player character based on the game event; and

selecting a non-player character reaction based on the current emotional state of the non-player character;

wherein if the current emotional state of a non-player character reaches a predetermined state, the non-player character becomes unable to respond to one or more commands of the player character, and one or more

corresponding command icons are displayed as unselectable on the non-player character interface screen.